

1901901901901

AND ALL THAT...

Number 10.

7th April 1973

Fashion in the Diplomacy 'zine field seems to be to open with some funny comment about the price. This mag. has cost you 2p plus postage - do I hear anyone laughing? On top of that, game fees are 50p. On top of that, you've got to read the damned thing! (chuckle, chuckle)

(You didn't really use that pink edition in the loo, did you Roger?)

-0-

Cops, forgot, name and address is supposed to go above. I am Michael Bullock. I live at 14 Nursery Avenue, Halifax, Yorkshire, England. HX3 5SZ My telephone number is Halifax 61624. I am 27 years old. I am 36-24-(hell, that can't be right!) Anyway, if anyone wants to know any more(no, not the final figure ducky) they'll have to subscribe to THE BLACK SPOT, from Lea Pimley, 345 Livesey Branch Road, Blackburn, Lancs. BB2 4QJ 'cos he's got/ getting my profile.

I was going to tell the one about the bloke in hospital:

"Doctor, doctor, I can't feel my legs."

"No sir, I'm afraid we had to amputate your arms this morning." ...but I thought better of it because you never know who might be reading this thing. Instead, thanks to a wonderful, new, hitherto untested, revolutionary method of printing(hope it works) I've decided to treat you to this fantastic, full-colour, 3-D, full frontal nude picture of Raquel Welch!!!!!!

Gorgeous isn't she? Next issue: The Luton Girls Choir conducted by Ted Heath. Bet you can't wait!

Enough of this jocularity, overleaf is the rubbish.

WHICH ?

Diplomacy magazines published in Britain

Board games in general and Diplomacy in particular are amongst the fastest growing hobbies in Britain today. Much of this growth can be directly attributed to the new publication, Games and Puzzles and the formation of its offshoot, the British Diplomacy Club, which caters mainly for postal Diplomacy play.

The number of postal Diplomacy players in the UK has trebled at least, in the last year and there are signs that this boom will continue for some time yet. We have tested here the various magazines (or 'zines as they like to be called) on the market published by both the BDC and the 'independents' to see just what they have to offer to this growing 'army' of postal Diplomats.

The publishers and prices of the magazines we tested are set out below in Table 1.

Table 1

<u>ALBION/COURIER</u>	Don Turnbull, Flat 13 Gilmerton Court, Trumpington Road, Cambridge CB2 2HQ. ALBION(25p + postage) is a magazine which deals with wargaming in general rather than just Diplomacy. COURIER is an offshoot containing moves of regular and variant postal games. Free to players and 10p off ALBION too.
<u>BDC JOURNAL</u>	Don Turnbull again.(Postage only for players:2p per sheet + postage to outsiders). Contains most of the early BDC games.
<u>DOLCESTOSS</u>	Richard Sharp, 27 Elm Close, Amersham, Bucks.(Postage only for players). Contains most of the latter postal Diplomacy games.
<u>ETHEL THE FROG</u>	John Piggott, 17 Monmouth Road, Oxford OX1 4TD. 13copies/£1
<u>DEE KRIEG</u>	Graham Jeffery, 3 Rusholme Road, London SW15 3JZ. 5p/issue including postage.
<u>GRAFETI</u>	Brian Yare, 19 Doocot Road, St.Andrews, Fife. 3p/issue plus postage.
<u>MAD POLICY</u>	Richard Walkerdine, 'Cheriton', 15 Crouch Oak Lane, Addlestone, Surrey. 10 copies/50p.
<u>WAR BULLETIN</u>	Hartley Patterson, 7 Cambridge Road, Beaconsfield, Bucks. 5 copies/25p.
<u>XL</u>	This magazine was not available for testing up to going to press.
<u>FOOT AND ALL THAT</u>	A comparative newcomer to the open market. We hope to test this in the near future.

NB. The above prices DO NOT include Game fees.

In Table 2 we have examined the magazines under various headings:

Size: All the magazines we tested are produced either in quarto(10"x8")or foolscap(13"x8") barring one, which was 14(11.7"x8.3")

Sides: We show the average number of sides of material. It should be borne in mind that, after taking into account margins etc. the amount of writing contained on 6 sides of foolscap would probably fill 3 sides of quarto, given similar spacing etc. The average we quote is based on the samples we had available. Where this sample was small, i.e. only 2 or 3 copies, the figure is marked in parentheses to show an approximation.

Days: This column shows the average number of days between publication. It therefore has a bearing on the time between deadlines but not necessarily on the duration of a game.

English: In this column we rate the accuracy of grammar and spelling.

Typing: We assessed the neatness of the typing noting mistakes made, tidiness of alterations etc. (Factors which we consider contribute to ease of reading and therefore enjoyment)

Printing: We assessed the clarity of the printing and also considered the uniformity of the spread of the ink. We marked down magazines where the print faded from one side of the paper to the other or from top to bottom. Individual samples may vary quite considerably however.

Paper: We considered the colourfulness (we liked coloured sheets although most publishers use white, probably for economic reasons), and also the quality of the paper. Some were a little too thin thus allowing the print to show through from the other side.

Lay-out. Game Reports: Each G.M. has his own style of setting out game reports - we haven't taken into account which was easiest for him to type (which is usually his major consideration) - we have merely assessed them for eye appeal and the amount of comprehension needed to follow the moves.

Lay-out. Magazine: We looked in particular for clear headings accompanying articles and clear divisions between the various sections.

Content: This column measures the quantity of reading, articles, letters, discussion, topics, press releases etc.

Enjoyment: In this category we asked our panel of testers (??) to give an overall score based on how much they had enjoyed reading the magazines. One important factor we asked members to include was how much they looked forward to receiving them. Other factors included style of writing, humour, wit, 'depth', etc.

Table 2

Key: The more blobs the better.

Magazine	Size	Sides	Days	Eng-lish	Type	Print	Paper	Lay-out Rpts/Mag.	Cont	Enj.	Feat-ures
ALBION	Q	50	60	ALC
COURIER	Q	8-14	21	WVC
(i) BDC JOURNAL	Q	1- 2	21	F
DER KRIEG	Q	(6- 8)	(21)	RV
(i) DOLCHSTOSS	F	10+	13	R
ETHEL THE FROG	F	10-12	13	RVALC
GRAFETI	Q	13	14	WVC
MAD POLICY	A4	7- 8	21	RVA
(i) WAR BULLETIN	F	(10-12)	(23)	RVAL
1901 A.A.T.	Fill in your own!!										

KEY

- (i) Supplemental to the BDC magazines (War Bulletin carries 1 BDC game) is the WSC Bulletin. The only issue we had available comprised 4 foolscap sides of general chat. We hope to report further on this at a later date.
- (ii) We are told that this will be improved in the near future.

R Regular games in progress and available.

r " " " " none "

V Variant games in progress and available

v " " " " none "

A Articles/discussion

L Letters/comment

F Face to face game reports

C Coloured paper

SUMMARY

These publishers appear to be doing an excellent job in furthering interest in Diplomacy, so let it be understood that no criticism of any Diplomacy mag. is intended from the above - if you like, 1 blob is excellent and go on from there. So, we recommend as Best Buy ---

For Diplomacy plus -- ALBION/COURIER
otherwise -- ETHEL THE FROG
and Good Value for Money -- ALL THE REST

One player comments that my deadlines are far too close and recommends I should follow the system used in DOLCESTOSS whereby the winter builds are notified to the players by separate post and the magazine itself comes out every 4 weeks.i.e. 1 issue contains summer retreats/autumn moves and the next issue 4 weeks later contains winter builds,retreats etc. and spring moves. This makes for a game year lasting 8weeks or 56 days(clever,eh!).

It is envisaged that "1901 and all that..." will come out approx. every 17 days but because the winter builds period is kept separate from the following spring moves, 3 issues are needed to cover a game year, which therefore lasts about 51 days. A fairly insignificant difference I would have thought, except that you have the inestimable pleasure of receiving 3 copies of this rag to 2 DOLCESTOSS'S. 'Huff said!

No it isn't, read on.....

Game years of the various mags. work out as follows:

COURIER	3	issues/game year @ 21 days per issue = 63 days/game year
BDC JOURNAL	3 21 = 63
DER KRIEG	2 21 = 42
DOLCESTOSS	2 28 = 56
ETHEL THE FROG	2 18 = 36
GRAFFITI	2 14 = 28
KID POLICY	2 21 = 42
WAR BULLETIN	2 28 = 56
1901...	3 17 = 51

Before anybody mentions it, I know there isn't meant to be any diplomacy before builds; I personally think the rule is a little impractical when applied to postal play but I don't propose to enter into any arguments about the point anyway 'cos I'm the boss so nyaah.

Thanks to all those publishers who have given or promised to give plugs to '1901's new open policy, reminders to those who forgot, kulacks to the rest!

The worst thing about Gling, as I think I've said before, is not knowing what diplomacy the players are carrying out. It came as a pleasant surprise then, to receive news of the dealings in 1901...ALPHA from one player. I hope others amongst you will think about the poor old GM sitting here all alone, and drop me a line letting me know how things are going. This will also help when I come to compose the end-of-game write-up. How about it LDC players, before it's too late! Any information received will of course be treated in strict confidence and in no circumstances used for publication before the end of the game. Ta.

'Fraid I haven't had time yet to rewrite my LDC house rules to embrace all, with a bit of luck the new ones should accompany issue 11. In the meantime, a couple of points:

1) Builds occupy a separate turn in '1901' games i.e. the game year is:
a) Spring moves b) Spring retreats/Autumn moves c) Autumn retreats/Builds.
If you wish to send builds etc. with your other moves that's OK by me but it's not necessary ruleswise.

2) I don't believe in stand-by players once a game has started, by that I mean once the Spring '01 adjudications have been made. If a player drops out of a game before this, I reserve the right to bring in a substitute and to put back the first deadline as I see fit.

Thanks for the alternative analogue lists folks, much appreciated. BUT, would anyone really have preferred 1901...Hardvarh, ...Archipelago,...Chrysostomus, ...Brachycephalic, ...Otorhinolaryngologist???? By the way, can anyone tell me who the hell uses these types of list?

Wisecrackers who can't wait for 1901...TANGO and all its implications will be pleased to know that variant games start at ZULU and work backwards in an attempt to get there a little quicker.

Richard Wein has very kindly offered his new variant 'Collapse of the Dual Empire' for play in '1901 and all that...' Copies of the map/rules are now available from myself at 2p each plus postage, S&E etc. Stamps OK.

COLLAPSE OF THE DUAL EMPIRE

The game recreates the revolution/civil war in Austria-Hungary which began in 1913. The divisions of the map(except for the A-E border) represent racial not political boundaries. The 6 players take the parts of Germans, Czechoslovaks, Romanians, Magyars, Yugoslavs and Poles of A-E.

There are no fleets in the game, but there are 3 types of army. Each player begins with 2 Communist armies and 2 Democratic armies; in addition, the Germans have 5 Imperialist armies spread around the board. In all, there are 4 supply centres, of which are neutral.

The game begins in October 1913 with a special deployment turn and moves are made in Nov., Dec., followed by builds; moves in Jan., Feb., builds again etc.

Victory conditions are 20 supply centres for the Germans, and 17 for the others. There are 74 provinces on the board altogether. There are special rules concerning support, and also regarding builds.

All in all this looks a very interesting variant and I am grateful to Richard for giving me the opportunity of trying it in these pages.

Game fee 50p. Waiting list now open.

Waiting lists.

Regular Diplomacy: Les Pinley, John Piggott.

Variants - Any: Les Pinley, Richard Wein.

Jihad: Peter Swanson.

Abstraction:

Collapse of the Dual Empire:

Overseas recipients of this rag please note that the days of the single sheet by Air for only 4p are rapidly coming to a halt - this is probably the last issue you will receive by Air-Mail. Future 1901s will revert to Surface-Mail delivery.

Oscar-winning Liza gets on Mi nelli.

Do you know the difference between a truck-load of babies and a truck-load of balloons?

Well, 'you can't unload balloons with a pitchfork!

If anyone has stuck it out this far, they'll be pleased to know we've reached the Game reports.

LDC 1. (1972FX)
Spring 1904

ITALY RALLIES.
In Vain?

ENGLAND (Blewitt)	A(Lpl)-Wal F(Swe)stands	F(Edi)-Zor	<u>F(Nor)-NTE</u>	F(StP)stands
FRANCE (Roth)	A(Pie)-Tyr F(MLO)-ENG	A(Bur)-Ruh <u>F(Lon)-NTE</u>	A(Par)-Pic	A(Spa)-Mar
GERMANY (Perry)	A(Kie)-Hol A(Hun)supports	<u>A(Den)-Kie</u> A(Gal)-Sil	<u>A(Ber)-Kie</u>	A(Gal)-Sil
ITALY (Yare)	A(Tyr)-Vie F(ADS)supports	A(Tri)supports	A(Tyr)-Vie	<u>F(Tun)-ICS</u>
RUSSIA (Huttall)	<u>A(Vie)-Tri</u> F(Run)stands	A(War)-Gal A(Mos)-Ukr	A(Eud)supports	A(War)-Gal F(BAL)-Pru
TURKEY (Linors)	A(Ser)supports A(Con)-Eul	RUSSIAN A(Smy)stands	A(Vie)-Tri F(Nap)-Rom	A(Gre)-Alb F(ICS)-TYS
	<u>F(EMS)-ICS</u>			

Retreats: Russian A(Vie) retreats to Bohemia - only space available.

From our War Correspondent.

ENGLAND(From His Majesty's Foreign Office)

The King and his government are no longer willing to tolerate the presence of a French fleet on English soil((waters?)), and can no longer refuse to act against this deliberate provocation, for the sake of peace. Now that the British Navy have liberated the Siberians, our strength will be expended on removing foreign influences from our green and pleasant land.

1901....BRAVO (1973BF) GERMAN TROOPS SEEN GRIFT-TREASING IN BURGUNDY.

Spring 1901 Orders.

AUSTRIA (Doodes)	A(Vie) stands	A(Eud)-Ser	F(Tri)-Alb
ENGLAND (Ellis)	F(Lon)-WEE	F(Edi)-WUG	A(Lpl)-Edi
FRANCE (Cousins)	F(Bre)-WLO	A(Par)-Pic	A(Mar)-Spa
GERMANY (Brant)	F(Mie)-Hol	A(Ber)-Kie	A(Run)-Bar
ITALY (Walsh)	A(Rom)-Ven	A(Ven)-Tyr	F(Nap)-IOS
RUSSIA (Wheeler)	F(StP.sc)-GoB	A(War)-Gal	A(Mos)-Ukr F(Sev)stands
TURKEY (Swanson)	A(Con)-Bul	F(Ank)-Con	A(Smy)stands

From our War Correspondent.

Vienna:

His Ever Glorious Majesty, Emperor of Austria, King of Hungary, Allen VII, led his ever victorious armies into Serbia to the enthusiastic greetings of ~~////~~ fifteen loyal supporters of the Hapsburgs.

G.in C. British Forces. (Message to all Commanders)

The Queen hopes to continue the expansion of the Empire to the benefit of all and to this end has mobilised her Navy and Armies. The Queen extends a warm welcome to all her intended conquests.

GERMANY:

His Majesty the Kaiser, safely returned from Osborne, where he nursed his dying Grandmother in his arms((gets you doesn't it!)) was tumultuously received by his loyal subjects when he reviewed his troops recently in Berlin. He granted them his blessing and God's love on their coming campaign to protect their beloved country from aggressors.(Deutsche Nachrichtenagentur)

ITALY:

The glorious armies of our President have now started a campaign in Austria-Hungary to release the sufferers of the cruel, dictator-like hold and give freedom to what was once ours and forcibly taken away. A ticker-tape welcome was enjoyed and riots have been reported from Trieste in demand of release from slavery and of freedom by invasion by Italy.

RUSSIA:

The Russian Government notes that no country has attacked its own Ally in war except Italy, and that only after a change of government(equivalent to a change of player.)

The Russian Government is studying the character of the political parties now dominant in Europe because it may be expected that they will exhibit the same traits should they obtain power in other countries in the future.

The Russian Government now says to friend and foe: Be truly wise. Do as you would be done by, because, sooner or later, in this or in future wars, you will be done to as you did. Treachery pays in the short run only.

Just in case I forget to mention it, the figure in brackets after your name on the back page represents the number of pennies remaining to your credit. In some instances this figure is preceded by a little dash which is most disturbing.

DEADLINE for all games : Thursday 26th April 1973 which takes us past Easter and by which time, with a bit of luck, Liverpool will have beaten Newcastle, Coventry and Leeds over the Easter period and be well on the way to the title.

1901....ALPHA (1973BD)

FRANCE & GERMAN HOLIDAYMAKERS HEAD FOR BELGIAN BEACHES.

In the hope of building more than sand-castles!

Spring 1901 Orders.

AUSTRIA (Doubleday)	A(Vie)-Tri	A(Bud)-Ser	F(Tri)-Alb	
ENGLAND (Hardwick)	F(Edi)-NWG	F(Lon)-ITH	A(Lpl)-Edi	
FRANCE (Cheney)	F(Bre)-ENC	A(Par)-Pic	A(Mar)-Bur	
GERMANY (Davidson)	F(Kie)-Hol	A(Ber)-Kie	A(Mun)-Ruh	
ITALY (Sherrad)	A(Ven)-Pic	F(Nap)-IOS	A(Rom)-Ven	
RUSSIA (Stevens)	F(StP.sc)-GoE	<u>F(Sev)-BLA</u>	A(War)-Gal	A(Mos)-Ukr
TURKEY (Carroll)	A(Con)-Bul	A(Smy)-Con	<u>F(Ank)-BLA</u>	

From our War Correspondent.

ENGLAND:

It is with deep regret that the death of her majesty, Queen Victoria, is reported (again!). It is hoped that the twentieth century, in which she lived for so short a time, will see the Empire she created go on to greater things. The War cabinet, many still of those in charge of the Boer War, remains unaltered. Long live the King.

FRANCE:

French scientists in their never ceasing bid to develop more, greater weapons for the greater glory of La Republique, and the destruction of all our enemies, namely Switzerland and Belgium, announced further brilliant inventions, which it is hoped will bring about a swift and satisfactory end to the troubles which threaten the lives & homes of millions of fellow Europeans.

The first invention, will enable the quick deployment of English armies to the European battle-field, from Air Strip One, without the need to use naval convoys. We call it the Channel Tunnel, and it is hoped to be in full operation by 1972 $\frac{1}{2}$, or at the latest , 1983. But if the English can co-operate in bringing about their own future downfall then it is confidently expected to be open by the summer of 1901. This will of course free fleets from conveying armies and will let them chug around exterminating unsuspecting oil slicks off greasy doggoes on Italian beaches, whilst sampling that famous Italian brew from the Trent.

Our second invention has been developed with a little help from our friends from Imperialist Anglia, it is designed to bring about some unity, peace and concord between our $1\frac{1}{2}$ great nations. It will cause other nations to fear and ban it, and before running away from this brilliant war machine, they will cancel their orders leaving the stage open for General Tarikus to help himself to sole power, at a supersonic speed on his great white Lady Elephant.

ROLE:

The Italian Parliament met last night to decide which power we shall attack. The results have now been made public:

AUSTRIA-HUNGARY: 12 FRANCE: 12 RUSSIA: 12 ENGLAND: 12 TURKEY: 12
GERMANY: 12 TUNISIA: 3,421

Parliament has now been abolished because of its incompetence. Italy now appeals to her fellow powers for advice.....

[illegible]

Room for a couple of quickies:

An Irishman was knocking a nail into the wall, in order to hang a picture. He had the head of the nail against the wall, and was hammering away at the point.

"Paddy," he said to his brother, who had just entered the room, "I can't get this nail into the wall." His brother watched him for a minute.

"Ah, you fool! That nail's meant to go in the wall opposite."

And,

The same Irishman appeared before the court accused of stealing a shirt from a large store. The magistrates were not completely convinced of the man's guilt, and told him that he was acquitted.

"Acquitted?" repeated the man. "Does that mean I can keep the shirt?"

That's it for now folks, please remember to post your orders in good time for the DEADLINE which, I remind you, is 26th APRIL. Byeccccccccccccccccc

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ONLY



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